

MYTHIC MONSTERS
PLANTS

MYTHIC MONSTERS PLANTS

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NOTE: THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

^{MF} = MYTHIC FEAT

^{MA} = MYTHIC ABILITY

^{MMA} = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

UNDERLINED TEXT INDICATES A RULES ELEMENT THAT IS DESCRIBED IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES.



WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMEMASTER who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters demonstrate that a “mythic monster” does not need to be an ultra-powerful death machine - you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved and there are so many more. That is where the *Mythic Monsters* series from Legendary Games comes in.

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying “What was THAT?” Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: PLANTS

Plants are among the world's most ubiquitous and varied lifeforms, from tiny seeds, spores, and pollen to vast expanses of grasses and towering redwoods and organisms like mushrooms, mycelial mats, and kelp beds. Plants are the foundation of the nutritional pyramid, nourishing innumerable species as they build themselves with the power of the sun, though plants are also able to defend themselves with spines, toxins, scent lures, hallucinogenic spores, and more. Taken into a fantasy context, plants can be ancient guardians of nature or insidious predators that strangle and swallow by stealth, sometimes mindless engines of destruction and other times cunning and clever masterminds ruling armies of sprouted replicants.

Mythic Monsters: Plants brings you a dozen and one mythic plants that bring the fundamental essence of nature into the challenges of the world the heroes inhabit. Like mythic animals, plants prove that amidst all the dragons, demons, and zombie hordes, nature endures and its power is mighty and terrible. These plants stand ready to unleash their fury upon those that violate the sanctity of their domain. From CR 1 to 20, you'll find stealthy stalkers like the **assassin vine** and **leaf ray** and hulking menaces like the **tendriculos** and **shambling mound**. There are cunning magical plants like the **mandragora** and **quickwood** alongside hungry hunters like the **giant flytrap** and **zomok**. Some mythic plants are cultivated by others as servants, like the **leaf leshy** and **living topiary**, while others are capable of enslaving servants of their own, like the **yellow musk creeper** and the **bodythief** with their **pod-paragon** spawn. As if a dozen existing monsters were not enough, the alien **venusi** hails from a distant world of steaming acid jungles, where the forerunners of elven races once sought shelter from the travails of other worlds. You will also find a collection of mythic flowers and plants, plus two new spells to create magical plants of your very own!

The Mythic Monsters series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

THE GLORY OF NATURE IN FULL BLOOM

Strange and mysterious plants, flowers, herbs, and trees are a staple of myths and legends throughout history. Many were identified with specific deities and accorded as holy or symbolic of some element of that deity's power, such as the grain-sheaves of harvest gods to the phallic fir-cone-tipped thyrsos staff of Dionysus. Mythical plants often embody miraculous powers of healing or life-giving, a trait shared with common medicinal uses of plants and herbs, but taken to great extremes with such wonders as the juice of the fireflower in Narnia or the flowering white tree of Gondor. Like the latter tree, plants can also reflect the communion with the land of some other legendary figure, as the Arthurian Fisher King is one with the land, and the land withers as the king does but awakens once more to blossom when the true king awakens or returns.

Magical plants are seen much more rarely in RPGs, in part because their function is subsumed within the common strains of magical items but perhaps also for fear of the implied economy that could result from free cultivation of potent non-magical plants. Magical plants are so ubiquitous in legends and literature, however, that it stands to reason that a mythic world would contain at least a few such legendary blossoms.

MYTHIC PLANTS

The following mythic plants might be encountered by PCs in mythic locations or areas tended by mythic creatures.

Alvia: These long white blossoms are slender in shape, with a sweet fragrance emanating from their long tube-shaped petals. However, within its petals is hidden a barbed pistil and carpel of deep black. While harmless to insects and other vermin, the touch of this pistil is deadly poison to other creatures. Mythic creatures touching the flower's interior (a DC 14 Reflex save to avoid if contacting an alvia bush) are affected as blue whinnis poison, while non-mythic creatures failing their saving throw against its poison also begin to suffer headaches, memory loss, and paranoia, contracting either cackle fever or mindfire (equal chance of either).

Dream Lotus: If a one of the petals of this waterflower is chewed before casting any spell or using any effect that causes or affects sleep or dreams, that effect gains a +1 caster level bonus and the save DC (if any) is increased by 1. In addition, if the eater expends one use of mythic power he can use *dream* as a spell-like ability (caster level equals the eater's mythic tier).

Golden Bellflower: This golden blossom has the power to grant the blessings of youth, including beauty and good health, upon those able to unlock its secret. The golden bellflower is sensitive to sound, and its power is usually released by singing, requiring a successful DC 30 Perform (sing) check. The voices of children seem unusually well suited to triggering its power, reducing the DC to 25. If the check succeeds, the golden bellflower grows as bright as a torch for 1d3 rounds. A creature holding the golden bellflower gains fast healing 1 as long as the flower glows, and as the flower's glow fades also gains the effect of *lesser age resistance*. If creature singing to the golden bellflower expends one use of mythic power, she may choose to add her surge die to the number of hit points healed (this healing is applied in the final round of the flower's glow), she may add the effect of *lesser restoration* to the creature, or she may increase the rejuvenating power of the golden bellflower to duplicate *age resistance*.

Passion Bloom: This vibrantly colored flower has a strange and complex structure of pink, red, and white petals and stamens, each emitting a complementary aroma that combines into an intoxicating fragrance. Inhaling the fragrance of just one passion bloom acts as an addictive aphrodisiac equal in effect to elven absinthe. Mythic creatures treat this as a mild addiction, but non-mythic creatures are subject to moderate addiction from passion blooms. In addition, when growing in patches passion blooms give off an overwhelming aroma that affects the space they occupy as insanity mist. Creatures failing two consecutive saving throws against the fragrance of a patch of passion blooms become sickened until the poison is cured or until they are able to release their wildly inflamed carnal lust.

Vitalic plumeria: These lovely yellow, orange, or deep purple flowers with hearts of white give off a heartening and intense scent of honey that fortifies the mind and spirit. Wearing a garland of these flowers grants the wearer 1 temporary hit point, which lasts until expended or for 24 hours. A mythic character adds his mythic tier to the temporary hit points gained in this way. A character cannot gain temporary hit points more than once per day from a garland of vitalic plumeria. If the garland is lost, destroyed, or removed, the temporary hit points are lost permanently.

GROWING MYTHIC PLANTS

The following spells can be used to create magical or mythical plants.

CULTIVATE POTION FRUIT

School conjuration (creation); **Level** alchemist 3, druid 3, ranger 3

Casting Time 1 hour

Components S, F (a living fruit-bearing plant)

Range touch

Target one fruit-bearing plant

Duration 1 hour/level

Saving Throw no; **Spell Resistance** none

You infuse the effect of a potion or elixir onto a single piece of fruit by carefully infusing tiny amounts of that potion into the fruit. The original potion or elixir is not consumed, but the fruit gains the effect of that potion or elixir as well and stores it. If eaten before the spell's duration expires (a full-round action), the creature eating the fruit gains the effect of the potion.

Mythic: You may create two copies of the potion, though each must be consumed within 1 round per level or it loses its potency and is wasted. The potion's spell level cannot exceed 1/3 your mythic tier (minimum 1st). You cannot use this effect with elixirs, other than elixirs that provide a bonus on skill checks with no other effect, such as an *elixir of hiding*.

TREE OF LIFE

School conjuration (creation); **Level** cleric 7, druid 6, sorcerer/wizard 8

Casting Time 1 hour

Components V, S, M (a tree seed or nut, vial of holy water, and 100 gp of diamond dust)

Range touch

Target one tree

Duration instantaneous

Saving Throw no; **Spell Resistance** none

You cause a single seed or nut to grow into a mature tree imbued with potent life energy. The tree grows rapidly over the course of the next 24 hours, reaching a maximum height of 20 feet times the caster's mythic tier and a trunk thickness of 1 foot per mythic tier. It has a hardness of 10 and twice the normal hit points of a tree of its size. In addition, a *tree of life* regenerates a number of hit points each round equal to the mythic tier of its creator, and this regeneration cannot be suppressed by any non-mythic effect.

A *tree of life* is filled with unquenchable vitality, radiating a permanent *consecrate* effect centered on its trunk. If this effect is dispelled, it resumes after 24 hours. It is treated as a permanent shrine to the caster's deity for the purpose of enhancing the effect of a *consecrate* spell cast to include the *tree of life* in its area. Within the area of this *consecrate* effect, conjuration (healing) effects take effect at +2 caster levels, and living creatures gain a +2 circumstance bonus on saving throws against death effects, energy drain, and necromantic effects. This bonus does not stack if they are within the radius of more than one *tree of life*. A total of 1d6 *goodberries* can be harvested every day from a *tree of life*, and a *goodberry* spell cast on the fruit or nuts a *tree of life* is always empowered (as Empower Spell).

This spell can be cast only by mythic spellcasters.

Assassin Vine

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

MYTHIC ASSASSIN VINE

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large plant (mythic)

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +5

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 38 (4d8+20)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10, fire 10

OFFENSE

Speed 5 ft., climb 5 ft., swim 5 ft.

Melee slam +7 (1d8+7 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+7), entangle, lashing ambush^{MA}, mythic power (1/day, surge +1d6)

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

Feats Combat Reflexes^{MF}, Skill Focus (Stealth)

Skills Climb +13, **Perception** +5, **Stealth** +9 (+13 in undergrowth); **Racial Modifiers** +4 bonus on Stealth checks (+8 in undergrowth and forested terrain)

SQ camouflage, sentient stalker^{MA}

ECOLOGY

Environment temperate forests

Organization solitary, pair, or patch (3-6)

Treasure incidental

SPECIAL ABILITIES

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

Lashing Ambush (Ex) If a mythic assassin vine initiates combat from being at rest (rather than in motion), it gains a +6 bonus on its initiative check. In addition, in the first round of combat before it moves, it can make a combat maneuver check to trip all opponents it threatens as a standard action, or as a swift action if it expends one use of its mythic power.

Sentient Stalker (Ex) A mythic assassin vine is sentient and gains a climb and swim speed and a racial bonus on Stealth checks. It slithers through its territory, dragging ambush victims to its compost stores.



Bodythief

This immense plant has jaws inside its central flower and vines that thresh the air. Its ovular seedpods throb like beating hearts.

MYTHIC BODYTHIEF

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary 4

LE Gargantuan plant (mythic)

Init +6^{MF}; **Senses** low-light vision; Perception +30

DEFENSE

AC 33, touch 1, flat-footed 33 (–5 Dex, +32 natural, –4 size)

hp 306 (20d8+216)

Fort +20, **Ref** +1, **Will** +11

Defensive Abilities block attacks^{MA}, vexing vines; **DR** 10/epic;

Immune acid^{MA}, plant traits, sonic; **Resist** cold 20

OFFENSE

Speed 5 ft.

Melee bite +25 (2d8+14 plus grab), 4 tentacles +25 (1d8+21 plus grab)

Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)

Special Attacks breath weapon (80-ft. line, 12d6 acid damage, Reflex DC 27 half, usable every 1d4 rounds), fast swallow^{MA}, lingering breath^{MA} (4d6 acid, 7 rounds), mythic power (7/day, surge +1d10), powerful blows^{MA} (tentacle), scream^{MA}, swallow whole (4d6 acid damage plus absorb essence; AC 26, 28 hp), swift transfer^{MA}

STATISTICS

Str 38, **Dex** 1, **Con** 27, **Int** 21, **Wis** 16, **Cha** 14

Base Atk +15; **CMB** +33 (+40 disarm, +37 grapple, +38 trip);

CMD 40 (45 vs. disarm, can't be tripped)

Feats Alertness, Combat Expertise, Greater Disarm, Improved Disarm^{MF}, Improved Initiative^{MF}, Improved Iron Will, Improved Trip^{MF}, Iron Will, Multiattack^{MF}, Skill Focus (Knowledge [nature])

Skills Disguise +27, Knowledge (geography, history, local, nobility) +20, Knowledge (nature) +31, Perception +30, Sense Motive +27; **Racial Modifiers** +5 Disguise

Languages Common, Dwarven, Elven, Orc, Sylvan (can't speak any language); telepathy 1,000 ft. (with spawn only)

SQ spawn pod paragon^{MA}

ECOLOGY

Environment temperate or warm forests

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Absorb Essence (Su) Creatures in a bodythief's stomach gain 4 negative levels (DC 28 Fortitude half) each round at the start of the bodythief's turn. A check to remove a negative level gained in this way is also DC 28. If the creature dies from the negative levels, its body disintegrates and the bodythief absorbs its life essence. This is a death effect. The save DC is Constitution-based.

Scream (Su) Once every 1d4 rounds, as a standard action, a mythic bodythief can emit a high-pitched scream that sonically assaults its enemies while instantly alerting all of its spawn within 1,000 feet. All creatures within 100 feet of the mythic bodythief take 12d6 sonic damage (or 20d6 against exposed brittle or crystalline objects or crystalline creatures), and are stunned for 1 round and deafened for 4d6 rounds. Creatures that are stunned by this attack immediately provoke attacks of opportunity from foes that threaten them. A creature in the area can negate the stunning and halve both the damage and the duration of the deafness with a successful DC 28 Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects. The save DC is Constitution-based.

Spawn Pod Paragon (Su) Once a mythic bodythief has absorbed the life essence of a Large or smaller creature, it can begin growing a duplicate of that creature as a free action. Growing a Tiny or smaller duplicate takes 1 round, a Small duplicate 3 rounds, a Medium duplicate 5 rounds, and a Large duplicate 10 rounds. Duplicates are identical to the creature whose life essence has been devoured, but they gain the pod-paragon template. They closely resemble the original creature and retain all its memories. The newly created spawn has none of the original creature's equipment, though the mythic bodythief can vomit forth any surviving swallowed gear as a move action. As the duplicate hatches, the mythic bodythief makes a Disguise check to determine the resemblance to the original. The duplicate must be grown within 24 hours of the original's digestion, or its essence and memories dissipate. Only a single duplicate can be made of any given creature.



Swift Transfer (Ex) A mythic bodythief can transfer a creature grappled with a tentacle to its mouth with a free action.

Vexing Vines (Ex) Each of the bodythief's tentacle vines plus its bite attack can deliver its own attack of opportunity, giving the bodythief five attacks of opportunity per round. It cannot deliver attacks of opportunity with a portion of its body being used to grapple. The bodythief can give up an attack of opportunity with a tentacle to deflect a missile as though it had the Deflect Arrows feat.

POD-PARAGON GUARD CAPTAIN CR 9

XP 6,400

Pod-paragon human fighter 9

LE Medium plant (augmented humanoid)

Init +5 (+9 with collective consciousness); **Senses** collective consciousness, low-light vision; Perception +3 (+7 with collective consciousness)

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

hp 108 (9d10+54)

Fort +10, **Ref** +4, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2; **Immune** acid, plant traits, sonic

OFFENSE

Speed 30 ft.

Melee +2 longsword +21/+16 (1d8+12/17-20)

Ranged mwk light crossbow +12 (1d8+1/19-20/x2)

Special Attacks scream, weapon training (heavy blades +2, crossbows +1)

STATISTICS

Str 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 4

Base Atk +9; **CMB** +15; **CMD** 26

Feats Alertness, Cleave, Great Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Power Attack, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +15, Perception +3 (+7 with collective consciousness), Ride +10, Sense Motive +3, Swim +15

Languages Common; telepathy 100 ft. (bodythieves and spawn only)

SQ armor training 2, mimic

ECOLOGY

Environment any

Organization any

Treasure NPC gear (+1 *breastplate*, heavy steel shield, +2 *longsword*, mwk light crossbow with 20 bolts, other treasure)

CREATING A POD-PARAGON

“Pod-paragon” is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

CR: For creatures with no class levels or only NPC class levels, this is the same as that of the base creature +2. For creatures with PC class levels, this is the same as that of the base creature +1. For creatures with a significant number of spells, spell-like abilities, or supernatural abilities, this is the same as that of the base creature.

Type: Type changes to plant. Do not recalculate BAB, hit points, saves, or skill ranks.

Alignment: Alignment changes to lawful evil.

Senses: A pod-paragon gains collective consciousness and low-light vision.

Defensive Abilities: A pod-paragon gains plant traits and immunity to acid and sonic attacks.

Special Abilities: The pod-paragon gains the mimic ability.

Collective Consciousness (Ex) Pod-paragons share a telepathic bond with bodythieves, pod-spawned creatures and other pod-paragons. As long as a pod-paragon is within telepathic range of at least one bodythief or spawn, it gains a +4 racial bonus on initiative checks and Perception checks. If one pod-paragon is aware of combatants, all other bodythieves and spawn within the range of its telepathy are also aware of those combatants. No pod-paragon in a group is considered flanked or flat-footed unless all of them are.

Mimic (Ex) A pod-paragon retains all the knowledge of its original. It can impersonate the original perfectly except for its lack of emotion. This emotionlessness can be detected with a successful DC 20 Sense Motive check. A creature familiar with the original gains a +5 circumstance bonus on this check. If the pod-paragon feigns sincere emotion, the Sense Motive check is opposed by its Bluff check instead. Pod-paragons resemble the original down to hair and blood. Noticing small physical imperfections requires a successful Perception check with a DC determined by the spawning mythic bodythief's Disguise check, made when the pod hatches.

Scream (Ex) Once per minute, as a standard action, a pod-paragon can emit a high-pitched scream, which startles creatures in a 30-ft. radius spread into dropping their guard. Creatures in the area must make a successful Fortitude save (DC = 10 + 1/2 the pod-paragon's HD + its Con modifier) or immediately provoke attacks of opportunity from foes that threaten them. This is a sonic attack.

Ability Scores: Str +4, Con +4, Cha -4.

Feats: All feats are retained, even if the pod-paragon no longer qualifies for their prerequisites.

Languages: The creature gains telepathy that it can use to mentally communicate with bodythieves, pod-spawned creatures, and other pod-paragons within 100 feet.

Special Abilities: The creature loses any spellcasting ability and all spell-like and supernatural abilities.



Flytrap, Giant

This towering plant is a mass of vines and barbs. Several stalks are horribly mobile, each ending in a set of green, toothy jaws.

MYTHIC GIANT FLYTRAP

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary

N Huge plant (mythic)

Init +9; **Senses** low-light vision, tremorsense 60 ft.; Perception +10

DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +15 natural, -2 size)

hp 189 (13d8+131)

Fort +15, **Ref** +9, **Will** +5

Defensive Abilities acidic sap^{MA}; **DR** 10/epic; **Immune** plant traits; **Resist** acid 20

OFFENSE

Speed 10 ft.

Melee 4 bites +16 (1d8+8 plus grab), 4 tentacles^{MA} +13 (1d6+4)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tentacles)

Special Attacks allure^{MA}, engulf, feral savagery^{MA} (Vital Strike), mythic power (5/day, surge +1d8)

STATISTICS

Str 27, **Dex** 20, **Con** 25, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 34 (can't be tripped)

Feats Cleave^{MF}, Improved Initiative, Multiattack, Power Attack^{MF}, Skill Focus (Stealth), Vital Strike^{MF}, Weapon Focus (bite)

Skills Perception +10, Stealth +10 (+18 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth

SQ camouflage^{MA}, digestive sustenance^{MA}

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or grove (1 mythic giant flytrap and 3–6 giant flytraps)

Treasure incidental

SPECIAL ABILITIES

Acidic Sap (Ex) If an opponent confirms a critical hit against a mythic giant flytrap with a piercing or slashing melee weapon, the flytrap sprays it with acidic sap, dealing 2d6 acid damage.

Allure (Ex) A mythic giant flytrap can release chemical compounds that entice victims to come to it. Once per day, if it spends a use of mythic power, a mythic giant flytrap can emit this substance in a 60-foot radius, and all creatures must succeed at a DC 23 Fortitude save or move toward the flytrap. If a victim is attacked, the allure effect ends for that victim. This is a mind-affecting effect that requires the victim to have a sense of smell. The save DC is Constitution-based.

Digestive Sustenance (Ex) When a mythic giant flytrap kills an engulfed victim, it heals hit points equal to the victim's Hit Dice and also gains the benefits of lesser restoration. If it expends one use of its mythic power when it kills an engulfed victim, it heals 1d4 hit points per Hit Dice of the victim and

gains the benefit of restoration.

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

Leaf Ray

This creature looks like a broad leaf with whiskers like a catfish and a dangerous stinger trailing behind it.

MYTHIC LEAF RAY

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary 4

N Small plant (mythic)

Init +7; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 natural, +1 size)

hp 23 (2d8+14)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft., fly 40 ft. (average)

Melee stinger +3 (1d4+1 plus poison), 2 wings^{MA} -2 (1d3 plus poison)

Special Attacks mythic power (1/day, surge +1d6), poison, seed

STATISTICS

Str 12, **Dex** 16, **Con** 17, **Int** 1, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +1; **CMD** 14 (can't be tripped)

Feats Flyby Attack, Improved Initiative^B

Skills Fly +9, Perception +5

SQ unseasonal^{MA}

ECOLOGY

Environment temperate or warm forests

Organization solitary or rustle (1 mythic leaf ray and 2–20 leaf rays)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting or wing—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

Seed (Ex) Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but

the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful DC 14 Fortitude save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, *remove disease*, *heal*, or similar effects automatically destroy any implanted seeds.

Unseasonal (Su) Once per day as a full-round action, a mythic leaf ray can change its color to a variant color (fall-like yellow and red or winter-like brown and gray), regardless of the current season. A fall-like mythic leaf ray's poison deals Strength damage instead of Dexterity damage, while a winter-like mythic leaf ray's poison deals Constitution damage.

As a swift action, a mythic leaf ray can spend one use of mythic power to change its color as above.

Leshy, Leaf

This little plant person is clad in a winglike leaf cloak and pinecone armor, wielding a twig as a makeshift spear.

MYTHIC LEAF LESHY

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 3

N Small plant (leshy, mythic, shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 armor, +1 Dex, +1 natural, +1 size)

hp 13 (1d8+9)

Fort +3, **Ref** +1, **Will** +1

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft., climb 10 ft., fly 10 ft. (clumsy); glide

Melee shortspear +2 (1d4+1/19–20)

Ranged seedpods^{MA} +2 touch (1 plus deafen)

Special Attacks mythic power (1/day, surge +1d6)

Spell-Like Abilities (CL 2nd; concentration +3)

Constant—*pass without trace*

1/day—*tree stride*

STATISTICS

Str 6, **Dex** 13, **Con** 12, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** –3; **CMD** 8

Feats Weapon Finesse^{MF}

Skills Fly –1, Stealth +5 (+9 in forests and jungles), Survival (+5 in forests and jungles); **Racial Modifiers** +4 Stealth and Survival in forests and jungles

Languages Druidic, Sylvan, plantspeech (trees)

SQ change shape (Small tree; *tree shape*), verdant burst, woodland walker^{MA}

ECOLOGY

Environment any forest or hill

Organization solitary, or herd (1 mythic leaf leshy and 2–16 leaf leshys)

Treasure standard

SPECIAL ABILITIES

Glide (Ex) A leaf leshy cannot use its fly speed to hover. When flying, a leaf leshy must end its movement at least 5 feet lower in elevation than it started.

Seedpods (Ex) Leaf leshys sprout explosive acorns, pine cones, or other seedpods, and can hurl these as ranged attacks. A seedpod has a range increment of 10 feet and detonates on contact to deal 1 point of bludgeoning damage (this damage is not modified by Strength). Anyone struck by a seedpod must succeed at a DC 11 Fortitude save or be deafened for 1 round. The save DC is Constitution-based.

As a swift action, a mythic leaf leshy can expend one use of mythic power to infuse its seedpod with vines that entangle the target, as per the *entangle* spell.

Woodland Walker (Su) A mythic leaf leshy benefits from the druid's woodland stride ability. Additionally, it gains the ability to use *tree stride* once per day as a spell-like ability.

Living Topiary

Shuffling forward on brambly limbs, this walking green hedge has the rough shape of a griffin and appears to move on its own.

GIANT MYTHIC LIVING TOPIARY

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 4

N Large plant (mythic)

Init +5; **Senses** darkvision 60 ft., greensight^{MA}, low-light vision; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 68 (5d8+46)

Fort +10, **Ref** +2, **Will** +1

DR 5/epic and slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (2d6+6)

Special Attacks mythic power (2/day, surge +1d6), tangling trample (2d6+9, DC 18)^{MA}

Spell-Like Abilities (CL 5th; concentration +4)

Constant—*pass without trace*

3/day—*hedge stride*

STATISTICS

Str 23, **Dex** 12, **Con** 23, **Int** 6, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +10; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Improved Natural Attack, Power Attack^{MF}

Skills Escape Artist +9, Perception +6, Stealth +4 (+10 in undergrowth); **Racial Modifiers** +8 Escape Artist, +2 Stealth (+8 in undergrowth)

Languages Common, Sylvan (can't speak any language)

SQ assimilate, move through hedges, rooting^{MA}, sculpt shape

ECOLOGY

Environment any land

Organization solitary, garden (2–4), or boscaje (5–7)

Treasure none

SPECIAL ABILITIES

Assimilate (Ex) As a full-round action, a living topiary can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

Hedge Stride (Sp) This ability functions as *tree stride*, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

Move through Hedges (Ex) A living topiary may move through any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.

Rooting (Ex) As a full-round action, a mythic living topiary can extend its roots into a natural surface of earth or wood, granting it a +10 bonus to CMD against bull rush, drag, overrun, reposition, and trip combat maneuvers and a +4 bonus on Stealth checks and on saving throws against any effect that would force the topiary to move. In addition, it gains fast healing 2 during any round in which it ends its turn rooted to the ground. A mythic living topiary can also use this ability on stone surfaces, but the bonuses and fast healing granted by this ability are halved. A mythic living topiary cannot move while rooted but can uproot itself as a standard action, ending the effect. A mythic living topiary can expend one use of its mythic power as a swift action to root or uproot itself.

Sculpt Shape (Ex) As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.

Tangling Trample (Ex) A mythic living topiary gains the trample universal monster ability. In addition, when in areas of light or dense undergrowth (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*), creatures failing or forfeiting their save against the trample attack of a living topiary are entangled for 1 round by clinging vines and brambles left in its path. If the topiary expends one use of its mythic power, regardless of the surrounding terrain, creatures failing their save against its trample attack are also affected as the entrap special attack (Fortitude DC 18, 1d4+1 rounds, hardness 5, hp 10).

Mandragora

This filthy creature resembles a small, wide-mouthed fat child made from leaves, vines, tree bark, dirt, and pallid tubers.

MYTHIC MANDRAGORA

CR 5/MR 2

XP 1,600

CE Small plant (mythic)

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 15 (+5 Dex, +4 natural, +1 size)

hp 53 (5d8+31)

Fort +7, **Ref** +8, **Will** +2

Immune plant traits; Resist acid 5, cold 5, electricity 10

Weaknesses vulnerable to supernatural darkness

OFFENSE

Speed 40 ft., burrow 10 ft., climb 40 ft.

Melee bite +8 (1d6+2 plus grab), 2 slam +8 (1d4+2 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

Special Attacks blood drain (1d4 Constitution), mythic power (2/day, surge +1d6), shriek

STATISTICS

Str 15, **Dex** 20, **Con** 17, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 19

Feats Lightning Reflexes^{MF}, Skill Focus (Perception), Weapon Finesse

Skills Climb +10, Perception +9, Stealth +15 (+23 in vegetation);

Racial Modifiers +8 Climb, +8 Stealth in vegetation

Languages Abyssal, Common

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or grove (3–12)

Treasure standard

SPECIAL ABILITIES +3 MYTHIC

Exhausting Poison (Ex)^{MA} Slam—injury; save Fort DC 15; frequency 1/round for 4 rounds; effect confusion and exhaustion; cure no saves but “act normally” result on the confusion behavior table ends the effect.

Exsanguinate (Ex)^{MA} A mythic mandragora’s blood drain ability deals 1d4 Constitution damage instead of 1d2. After a mythic mandragora deals Constitution damage with this ability it can expend one use of mythic power to gain temporary hit points equal to five times the Constitution damage dealt.

Poisonous Rend (Ex)^{MA} If a mythic mandragora deals damage to the same creature with both its slam attacks, it deals 1d4+3 extra damage and the save to negate the poison ability of the second slam is increased to DC 19.

Shriek (Su) Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a DC 15 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based.

Vulnerable to Supernatural Darkness (Ex) In areas of supernatural darkness (such as those created by deeper darkness, but not by darkness), a mandragora is slowed, as the slow spell.

Quickwood

Were it not for the image of a sinister face peeking out from its dark gray bark, this would look like any other ragged oak tree.

MYTHIC QUICKWOOD

CR 10/MR 4

XP 9,600

N Huge plant (mythic)

Init +3; **Senses** darkvision 120 ft., low-light vision, oaksight; Perception +21

Aura fear aura (variable distance, DC 20)

DEFENSE

AC 23, touch 7, flat-footed 23 (–1 Dex, +16 natural, –2 size)

hp 127 (10d8+82)

Fort +12, **Ref** +2, **Will** +5

Defensive Abilities spell absorption; **Immune** electricity, fire, plant traits; **SR** 23 (see spell absorption)

OFFENSE

Speed 10 ft.

Melee bite +16 (2d6+11), 3 roots +16 (1d6+5 plus pull)

Space 5 ft.; **Reach** 15 ft. (60 ft. with root)

Special Attacks mythic power (6/day, surge +1d8), pull (root, 10 ft.)

STATISTICS

Str 33, **Dex** 8, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +7; **CMB** +20; **CMD** 29 (can't be tripped)

Feats Extra Mythic Power^{MF}, Improved Initiative, Lunge, Multiattack^{MF}, Power Attack, Skill Focus (Perception)

Skills Knowledge (nature) +11, Perception +21, Stealth +4 (+8 in forests); **Racial Modifiers** +4 Stealth in forests

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fear Aura (Su) A quickwood with stored magical energy (see below) can activate its fear aura as a standard action. The aura has a radius of 10 feet per spell level of the effect and lasts for 1 round (Will DC 20 negates). Creatures that fail their saving throws become panicked for 1 minute. The DC is Charisma-based and includes a +4 racial bonus.

Oaksight (Su) A quickwood may observe the area surrounding any oak tree within 360 feet as if using clairaudience/clairvoyance. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.

Roots (Ex) A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with a +4 bonus on its attack roll against that target.

Root Tangle (Sp)^{MMA} As a standard action a mythic quickwood may expend one use of mythic power to raise up its roots in a writhing mass that entangles any creature in a 40 ft. radius. Creatures caught in the radius must make a DC 14 Reflex save or be entangled as the spell. The entire 40 ft. radius circle is considered difficult terrain as long as any creatures are entangled.

Root Wall (Sp)^{MA} As a swift action a mythic quickwood can expend one use of mythic power to throw up an impenetrable wall of roots in a straight line of six 5 ft. squares. The wall functions like a *wall of thorns* spell but does not do damage to creatures in its space. A mythic quickwood may only have one root wall in effect at a time.

Spell Absorption (Su) If a quickwood's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. It can release this energy to activate its fear aura ability. While the plant is storing a spell, its SR decreases by 5. It can only store one spell at a time.

Whip Pull (Ex)^{MMA} When a mythic quickwood uses its pull ability, it can expend one use of mythic power to pull the creature 30 ft. instead of 10 ft. If it does so, the creature must succeed on a DC 14 Reflex save or be stunned for 1 round. The DC is Dexterity-based.

Shambling Mound

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth.

GIANT MYTHIC SHAMBLING MOUND CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

N Huge plant (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

hp 109 (9d8+69)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities plant traits, split^{MA}; **DR** 10/epic and slashing;

Immune electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft., earth glide

Melee 2 slams +12 (2d8+8 plus grab), 2 vine whips +7 (1d8+4)

Space 15 ft.; **Reach** 15 ft. (25 ft. with vine whips)

Special Attacks constrict (2d8+12), **mythic power** (3/day, surge +1d6), verdant vines^{MA}

STATISTICS

Str 27, **Dex** 8, **Con** 21, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 24

Feats Cleave, Combat Reflexes^{MF}, Power Attack^{MF}, Shambling Monolith, Suffocating Strangulation

Skills Perception +11, Stealth +3 (+11 in swamps or forest), Swim +16; **Racial Modifiers** +10 Escape Artist, +4 Stealth (+12 in swamps or forests), +4 Perception

Languages Common, Sylvan (cannot speak)

SQ compressible form^{MA}, electric fortitude, sink into the mire^{MA}

ECOLOGY

Environment temperate forest or marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Compressible Form (Ex) A mythic shambling mound is difficult to harm with piercing or bludgeoning attacks, gaining DR 10/slashing and taking half damage from falls. It never takes penalties for squeezing into a 5-foot-wide space, and gains a +10 racial bonus to Escape Artist checks (+10 for squeezing through a tight space).

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Sink into the Mire (Ex) A mythic shambling mound can sink into the ground, melding its sodden tissue with the earth below. It can move through earth and mud as earth glide, though it cannot move through stone. In addition, a mythic shambling mound can expend one use of its mythic power as a move action to convert the ground within its space and

within 10 feet into quicksand for 1 minute. If it remains within this area and spends an additional move action each round, it expands the area of quicksand by 5 feet in all directions (including depth).

Verdant Vines (Ex/Su) Mythic shambling mounds are twined about with long vines that trail in every direction. Its reach with these vine whips is 10 feet greater than its normal reach. On a successful hit with a vine whip, a mythic shambling mound can make a combat maneuver check to drag or trip that target. This combat maneuver check is a free action that does not provoke attacks of opportunity. The mythic shambling mound can forgo this attack of opportunity to gain a +2 circumstance bonus on attack rolls against that target until the end of its next turn; this bonus stacks if the mythic shambling mound hits more than once with its vine whips. These vine whips are an exceptional ability.

As a full-round action, a mythic shambling mound can expend one use of its mythic power while plunging its vine whips into the ground. This triggers a massive and sudden upthrust of plant growth in a 60-foot line, 30-foot cone-shaped spread, or 15-foot-radius spread centered on the mythic shambling mound. This eruption of vegetation may be temporary, functioning as *entangle* (DC 14), or instantaneous (as the overgrowth version of *plant growth*). If the mythic shambling mound expends two uses of its mythic power, it may double the area of effect or cause both *entangle* and *plant growth* simultaneously in the normal area of effect. If it expends three uses of its mythic power, it causes the effect of *entangle* and *plant growth* within double the normal area. Shambling mounds can move through this verdant

Triggering this massive plant growth requires the mythic shambling mound to shed its verdant vines, as they take root and sprout, spreading the shambling mound's mythic power. It loses the use of its vine whips until they regrow 1d4 rounds later.

MYTHIC SHAMBLING MOUND

Without the giant simple template, a mythic shambling mound's stats are as follows: **CR** 7/MR 3; **XP** 3,600; **Size** Large; **Init** +0; **AC** 22, touch 9, flat-footed 22; **hp** 91; **Fort** +9, **Ref** +3; **Melee** 2 slams +12 (2d6+6 plus grab), 2 vine whips +6 (1d6+3); **Space** 10 ft.; **Reach** 10 ft. (20 ft. with vine whips); **Special Attacks** constrict (2d6+9); **Str** 23, **Dex** 10, **Con** 17; **CMB** +13 (+17 grapple); **CMD** 23; **Skills** Swim +14..

Tendriculos

This plant's thick trunk is capped by a crown of wide leaves, whipping vines, mushrooms, and a ravenous purple maw.

MYTHIC TENDRICULOS **CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

N Huge plant (mythic)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 22, touch 7, flat-footed 22 (–1 Dex, +15 natural, –2 size)

hp 100 (9d8+60); regeneration 10 (bludgeoning or fire)

Fort +10, **Ref** +4, **Will** +4

DR 5/epic; **Immune** acid, plant traits

OFFENSE

Speed 20 ft.

Melee bite +12 (2d6+8 plus grab), 2 tentacles +7 (1d6+4 plus grab), 2 whip tentacles^{MA} +7 touch (grab and pull)

Space 15 ft.; **Reach** 15 ft. (25 ft. with whip tentacles)

Special Attacks **mythic power** (3/day, surge +1d6), choking spores^{MA}, constrict^{MA} (1d6+4), paralysis (3d6 rounds, DC 18), paralytic bite, pull (whip tentacles, 5 feet), swallow whole (2d6 acid damage plus paralysis, AC 17, 10 hp)

STATISTICS

Str 26, **Dex** 9, **Con** 18, **Int** 3, **Wis** 8, **Cha** 3

Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 25 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack^{MF}, Skill Focus^{MF} (Stealth)

Skills Perception +7, Stealth +1 (+9 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth

Languages Sylvan (cannot speak)

ECOLOGY

Environment temperate or warm forests

Organization solitary, pair, or grove (1 mythic tendriculos and 3–6 tendriculi)

Treasure standard

SPECIAL ABILITIES

Choking Spores (Ex) Once per day as a standard action, a mythic tendriculos can release a cloud of spores in a 20-foot-radius spread. Each creature in the cloud must succeed at a DC 18 Fortitude save or become staggered for 1d4 rounds.

Paralytic Bite (Ex) As a swift action that expends one use of mythic power, a mythic tendriculos can regurgitate its paralytic enzyme, adding paralysis to its bite attack.

Whip Tentacles (Ex) A mythic tendriculos possesses a pair of long tentacles it can use to grab opponents and pull them close. These tentacles have a 25-foot reach and deal no damage.

Yellow Musk Creeper

Coiling around several human skeletons, this wet green plant's sickly flowers smoke with a nasty yellow vapor.

MYTHIC YELLOW MUSK CREEPER **CR 3/MR 1**

XP 800

N Medium plant (mythic)

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 30 (3d8+17)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities plant traits

OFFENSE

Speed 5 ft.

Melee tendril +5 (1d4+4)

Space 5 ft., **Reach** 10 ft.

Special Attacks instant yellow musk zombie, mythic power (1/day, surge +1d6), prodigious pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

Feats Ability Focus (Prodigious Pollen Spray)

ECOLOGY

Environment temperate or warm forests and underground

Organization patch (creeper plus 1–6 yellow musk zombies)

Treasure incidental

SPECIAL ABILITIES

Instant Yellow Musk Zombie (Su)^{MA} As a full-round action, a mythic yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. After 1d4 rounds the creature animates as a yellow musk zombie (see below).

Prodigious Pollen Spray (Ex)^{MA} As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. As a full round action, a mythic yellow musk creeper can expend one use of mythic power to spray every creature in a 30 ft. radius. It must make a +4 ranged touch attack to strike the targets, who must then succeed on a DC 16 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

Zomok

Resembling an enormous lizard composed entirely of organic plant matter, this beast shakes loose soil from its earthy wings and exhales dirt particles with every breath.

MYTHIC ZOMOK

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 4

N Gargantuan plant (extraplanar, mythic)

Init +4; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; **Perception** +26

Aura frightful presence^{MA} (150 ft., DC 26)

DEFENSE

AC 41, touch 6, flat-footed 41 (+35 natural, -4 size)

hp 344 (17d8+268); fast healing^{MA}

Fort +22, **Ref** +7, **Will** +13

DR 10/epic; **Immune** sonic, plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., fly 100 ft. (poor); forest step^{MA}

Melee bite +22 (2d8+14), 2 claws +22 (2d6+14), tail slap +17 (2d8+7), 2 wings +17 (2d6+7)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail)

Special Attacks add to the grove^{MA}, against the despoilers^{MA}, breath weapon (60-ft. cone, 18d6 bludgeoning plus *entangle*, Reflex DC 30 partial, usable every 1d4 rounds), mythic power (8/day, surge +1d10), mythic spell-like abilities, swallow whole (6d6 bludgeoning damage, AC 27, 34 hp), trample (2d8+21, DC 32)

Spell-Like Abilities (CL 16th; concentration +24)

Constant—*pass without trace*

At will—*command plants* (DC 22), *plant growth*, *quench* (DC 21)

3/day—*entangle* (DC 19), *liveoak*, *transmute mud to rock*, *transmute rock to mud*, *wall of thorns*

1/day—*shambler*

STATISTICS

Str 39, **Dex** 11, **Con** 34, **Int** 16, **Wis** 22, **Cha** 26

Base Atk +12; **CMB** +30 (+36 bull rush and sunder); **CMD** 42 (48 vs. bull rush and sunder, 46 vs. trip)

Feats Awesome Blow, Cleave^{MF}, Improved Bull Rush^{MF}, Improved Initiative, Improved Sunder^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}, Snatch

Skills Fly +10, Knowledge (nature) +20, Perception +26, Spellcraft +3 (+15 for spells that affect plants), Stealth +8, Survival +23; **Racial Modifiers** +12 Spellcraft for spells that affect plants

Languages Common, Sylvan, Terran

SQ eyes of the green^{MA}, protector of the forest^{MA}

ECOLOGY*

Environment any forests (primal land of fey)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Add to the Grove (Su) As a standard action, a mythic zomok can initiate a process to turn a single creature into a tree. The target must succeed at a DC 30 Fortitude save or become slowed, as per the spell *slow*. It also gains the benefit of *barkskin*. A creature that failed its first save must attempt another saving throw a round later or it transforms permanently into a tree. This is a polymorph effect.

Against the Despoilers (Su) As an immediate action that costs one use of mythic power, a mythic zomok can animate nonmagical vegetation in a 20-foot-radius spread within its line of site, such that the plants actively hinder activity within the area, inflicting a -2 penalty to attack rolls, skill checks, and ability checks to all creatures in the area for 1d4 rounds.

Breath Weapon (Su) A zomok's breath weapon is a cone of flying dirt, bark, stones, and moss, which takes root as soon as it touches the ground. Creatures may attempt a saving throw for half damage. Any creature that fails its save and is touching the ground is entangled for 1d6 rounds by this material. A creature can break free with a DC 30 Strength or Escape Artist check. The save DC is Constitution-based.

Eyes of the Green (Su) A mythic zomok is in constant contact with the plants in the forest. It is aware of every event within a contiguous forest area, and it cannot be flanked while it is in a forest.

Fast Healing (Su) While a mythic zomok is in a forest, it gains fast healing 10.

Forest Step (Su) A zomok in a forest area may *teleport* up to 120 feet by moving the essence of its being to another forested area. The zomok is cured of 60 points of damage when it does this. It may use this ability once every 1d6+1 rounds but no more than three times per day. If the zomok has swallowed a foe, the foe is left behind when the zomok teleports. A mythic zomok can expend one use of mythic power as a swift action to use forest step again, regardless of the number of rounds that have elapsed or the number of times it has used this ability.

Mythic Spell-Like Abilities (Su) Up to three times per day, when a mythic zomok uses its *entangle* or *wall of thorns* spell-like abilities, it may use the mythic version instead (requiring it to expend mythic power to use the spell-like ability in this way).

Protector of the Forest (Su) As an immediate action, a mythic zomok can expend one use of mythic power to counter a spell that affects plants as per *dispel magic*. It is considered trained in Spellcraft for the purpose of identifying spells that affect plants and has a +12 racial bonus to identify such spells.

Wave of Healing (Su) A mythic zomok can sacrifice some of its health to restore life to plants. As a swift action, it can deal any multiple of 10 points of damage to itself, which heals the same amount of damage to all other plants in a 120-foot radius. The damage to the zomok cannot be healed with fast healing or forest step.

By expending one use of mythic power, a mythic zomok can instead heal the damage with fast healing or forest step.

Venusi

This sprawling purple tangle of vines bears broad leaves and twining tendrils trailing off in all directions. Pulsing nodes of bright red dangle from many of its tendrils, weeping sticky purple sap and leaking a noxious fume.

VENUSI

CR 15/MR 6

XP 51,200

N Huge plant (mythic)

Init +1/-19, **dual initiative**^{MA}; **Senses** low-light vision, **greensight**^{MA}, **tremorsense** 30 ft.; **Perception** +27

DEFENSE

AC 34, **touch** 10, **flat-footed** 32 (+1 Dex, +1 dodge, +24 natural, -2 size)

hp 237 (14d8+174)

Fort +18, **Ref** +5, **Will** +14; **second save**^{MA}

Defensive Abilities all-around vision, torrid healing^{MA}; **DR** 10/epic; **Immune** acid, fire, plant traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 4 slams +15 (1d8+6 plus 1d6 acid, 1d6 fire, and entrap)

Space 15 ft.; **Reach** 15 ft.

Special Attacks caustic nodes, death throes, elvenbane, entrap (DC 26, 1d10 rounds, hardness 5, hp 23), soporific spores^{MA}, spinal sprouting^{MA}, spore cloud^{MA}, tendril touch

Psychic Spells Known (CL 14th; concentration +24 (+28 casting defensively))

7th (3)— *forcecage* (DC 27), *mind blank*, *psychic crush III*^{OA} (DC 27)

6th (5)— *disintegrate* (DC 26), *dream travel*^{OA}, *greater dispel magic*, *primal regression*^{OA} (DC 26), *psychic surgery*^{OA}

5th (6)— *dominate person* (DC 25), *feeblemind* (DC 25), *mind thrust V*^{OA} (DC 25), *prying eyes*, *remote viewing*^{OA} (DC 25), *retroognition*^{OA}

4th (6)— *charm monster* (DC 24), *dimension door*, *id insinuation III*^{OA} (DC 24), *mind probe*^{OA} (DC 24), *mindwipe*^{OA} (DC 24), *thoughtsense*^{OA}

3rd (6)— *analyze aura*^{OA}, *babble*^{OA} (DC 23), *blink*, *heroism*, *speak with dead*, *vampiric touch*

2nd (6)— *hypercognition*^{OA}, *instigate psychic duel*^{OA} (DC 22), *mental block*^{OA} (DC 22), *resist energy*, *status*, *suggestion* (DC 22)

1st (6)— *burst of insight*^{OA}, *illusion of calm*^{UC} (DC 21), *mindlink*^{OA}, *minor image* (DC 21), *psychic reading*^{OA}, *shield*

0 (9)— *arcane mark*, *dancing lights*, *detect magic*, *detect psychic significance*^{OA}, *ghost sound* (DC 20), *mage hand*, *mending*, *prestidigitation*, *read magic*

STATISTICS

Str 22, **Dex** 13, **Con** 28, **Int** 21, **Wis** 30, **Cha** 23

Base Atk +10; **CMB** +18; **CMD** 30 (can't be tripped)

Feats Blind-Fight^{MF}, Combat Casting, Combat Reflexes^{MF},

Dodge, Extend Spell, Weapon Focus^{MF} (slam), Wind Stance

Skills Bluff +20, Climb +18, Knowledge (arcana) +15,

Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Perception +27, Sense Motive +22, Use Magic

Device +20

Languages Aklo, Elven (can't speak); telepathy 100 ft.

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Caustic Nodes (Ex) The purple alien fibers of a venusi are tipped with pulsing nodes that exude a boiling caustic sap that dissolves terrestrial flesh. It weeps this sap through its tendrils, adding 1d6 points of acid damage and 1d6 points of fire damage on a successful hit. Creatures entrapped by it take 2d6 points each of acid and fire damage each round at the end of their turn if they do not escape. It can suppress this damage. Creatures damaged by its caustic sap must succeed on a DC 26 Reflex save each round at the end of their turn or the sap continues to stick and burn, dealing damage again and causing the target to become sickened with pain until the end of its next turn. The DC of this saving throw is reduced by 2 each round after the first. The save DC is Constitution-based.

Death Throes (Ex) When killed, a venusi explodes in a 30-foot-radius burst of burning acid that deals 8d6 points of acid damage and 8d6 points of fire damage (26 Reflex half). The sap sticks to creatures that fail their save, as described above, causing them to become sickened and dealing 4d6 points of acid damage and 4d6 points of fire damage each round until they succeed on a Reflex save. Creatures that are entrapped by the venusi when it is killed take a -4 penalty on their initial Reflex save, but this penalty does not apply to subsequent saves end ongoing damage. The save DC is Constitution-based.

Elvenbane (Su) A venusi's natural weapons gains a +2 circumstance bonus on attack rolls, saving throws, caster level checks, ability checks, and skill checks made against elves and half-elves, and the elven immunities racial trait of such creatures is ineffective against effects created by a venusi.

Intense Burning (Ex) All acid or fire damage dealt by a venusi within the course of a single round is considered a single source of damage for the purpose of overcoming acid or fire resistance. In addition, if a venusi expends one use of mythic power its acid and fire damage automatically overcomes any non-mythic source of acid or fire resistance or immunity for 1 minute.

Soporific Spores (Ex) A venusi is coated with a layer of spores that impair agility and dull the reflexes. Creatures struck by its slam attack take 1 point of Dexterity damage (DC 26 Reflex negates); this is doubled on a critical hit. A creature striking a venusi with a natural weapon or melee touch attack must likewise save or take Dexterity damage from these spores, though they gain a +2 circumstance bonus on the save. Creatures failing their save against its entrap attack take 1d4 points of Dexterity damage. The venusi may deliver its spores via its tendril touch or with slam attacks. This is a poison effect. The save DC is Constitution-based.

Spinal Sprouting (Ex) When a creature venusi entraps an unconscious or helpless creature, including creatures made helpless by Dexterity damage, it can spend 1 minute infusing its target with psychoactive spores that corrupt and transform its central nervous system. Thereafter, the target takes a -6 penalty on Will saves, Wisdom checks, and Wisdom-based skill checks against effects created by the Venusi. In addition, the DC to detect or or dispel any mind-affecting effect used by the venusi upon the sprouted creature is increased by 6, including sensing its mental influence with Sense Motive checks. This corruption can be removed with a regenerate spell to regrow the target's nervous system, but the infected creature must attempt a Fortitude to resist the regenerate spell. This sprouting lasts for 24 hours, after which the victim's nervous system recovers, though it takes 2d4 points of Dexterity damage from neurological decay. If the venusi expends one use of its mythic power it can sprout a nascent venusi within the target's spine, allowing its spores to linger for up to 6 days, and it can expend an additional use of mythic power to renew the spinal sprout for an additional 6 days. It can be any distance away from the sprout when it renews it, as long as it and the sprout are on the same plane. A venusi can maintain multiple spinal sprouts indefinitely as long as it continues expending mythic power. A creature bearing a sprout gains resistance 10 against acid and fire.

Spore Cloud (Ex) When a critical hit is confirmed against a venusi, it releases a cloud of spores that fills its own space and all squares within a 10-foot radius. This cloud of spores lasts until the end of the venusi's next turn, but the cloud is stationary and does not move with the venusi. Any creature entering or beginning its turn within this spore cloud must save as if struck by the venusi. The venusi may expend one use of mythic power as a swift or immediate action to release this spore cloud at any time. If it expends a use of its mythic power when a critical hit is confirmed against it, the cloud's duration is increased to 6 rounds (though a strong or stronger wind can disperse it in a single round) and non-mythic creatures must roll twice and take the worst result when attempting to save against it.

Tendrils Touch (Ex) A venusi may use its tendrils to perform melee touch attacks rather than slam attacks. These attacks deal no hit point damage but deliver its caustic sap on a successful hit.

Torrid Healing (Ex) A magical attack that deals fire damage instead heals a venusi 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the venusi to exceed its full normal hit points, it gains any excess as temporary hit points. A venusi gets no saving throw against fire effects. A venusi can expend one use of its mythic power to grant this ability for 6 hours to a creature bearing a spinal sprout.

Venusi (singular and plural) are alien plants native to the steaming jungles of a verdant far-off world. Among the deadliest predators of their homeworld, they are quite intelligent and wield great psychic power, using it to learn about the world around them and to secure servants to safeguard it and bring it prey. A venusi is a tangled mass of vines 15 feet across and weighing 2,500 pounds.



ECOLOGY

Venusi are solitary hunters, able to dissolve the flesh of other creatures with their enzymatic sap. Trapped or injured creatures are reduced to a fetid chyme which the venusi absorbs for its sustenance. They become torpid when food is scarce; however it rarely needs to hunt on its own, as its psychic powers enable it to locate potential prey and inveigle it within its reach, or to enslave others to its will and force them to bring it offerings and sacrifices. Particularly useful servants may be implanted with one of the venusi many nodes, dissolving its nervous system from the inside and replacing it with a network of microtendrils fibers that resonate with the venusi's mental impulses, making their commands nearly impossible to resist.

HABITAT AND SOCIETY

Venusi dislike competition and rarely tolerate the presence of other venusi in territory they claim as their own. However, they are cunning strategists and may use their psychic powers to communicate with other venusi far away and coordinate their efforts or share bits of knowledge and lore. Unlike terrestrial plants, Venusi can enter a meditative dream state akin to sleep (though they are not subject to sleep effect), and can use their dream mastery to venture far from their homes to other lands or even other worlds.

Venusi are wary of arcane and divine spellcasters but always curious to examine the minds of psychic magic users. They may carefully dissolve the flesh of their victims while carefully preserving the brains of psychic creatures in order to study them. They are also very inquisitive and seek to learn all they can about new lands they enter, looking to find a safe and secure haven before exploring their new home.

The homeworld of the venusi is believed to be one of the far-flung homeworlds of the elven race. On this green planet, the venusi long grew in the reeking acid jungles of the planet's torrid zone and had little contact with the few elves that remained behind. However, when an exodus occurred from the elven colony worlds back to their home planets an age ago, their spreading numbers attracted the attention of the venusi, who began venturing out of their purple jungles to learn more of this strange humanoid species that had long shared their world. They watched them from afar and began capturing elves and carrying them off to their jungles, sending back assimilated servants to spy on their fellows and find new places for the venusi to explore and colonize. The elves regarded them as hostile invaders and warred against them, while also descending into civil war as paranoia rose about those that had been infected or assimilated to serve the venusi. Many elves sought a return to the colony worlds, and the venusi perceived their intentions and followed along, spreading into new worlds in the wake of elves fleeing the homeworld.

In time, the venusi left the elves to their own devices, though some factions of the homeworld elves still advocate a crusade to exterminate the venusi once and for all to make the homeworld safe. For their part, Venusi have never hated the elves nor wished them ill as a species, though after millennia of study they regard them as somewhat wilful, aggressive, and unpredictable pets and primitives. Other humanoid races are far more interesting to the venusi, as they are curious to see what insights their long study of elves might render in understanding others like them, and they are often genuinely surprised by the actions and reactions they observe. Through their dream communion with the venusi of the homeworld, they share their findings and continue their exploration of a much wider universe.



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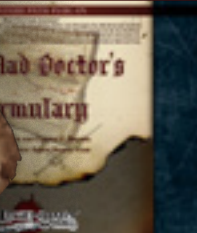
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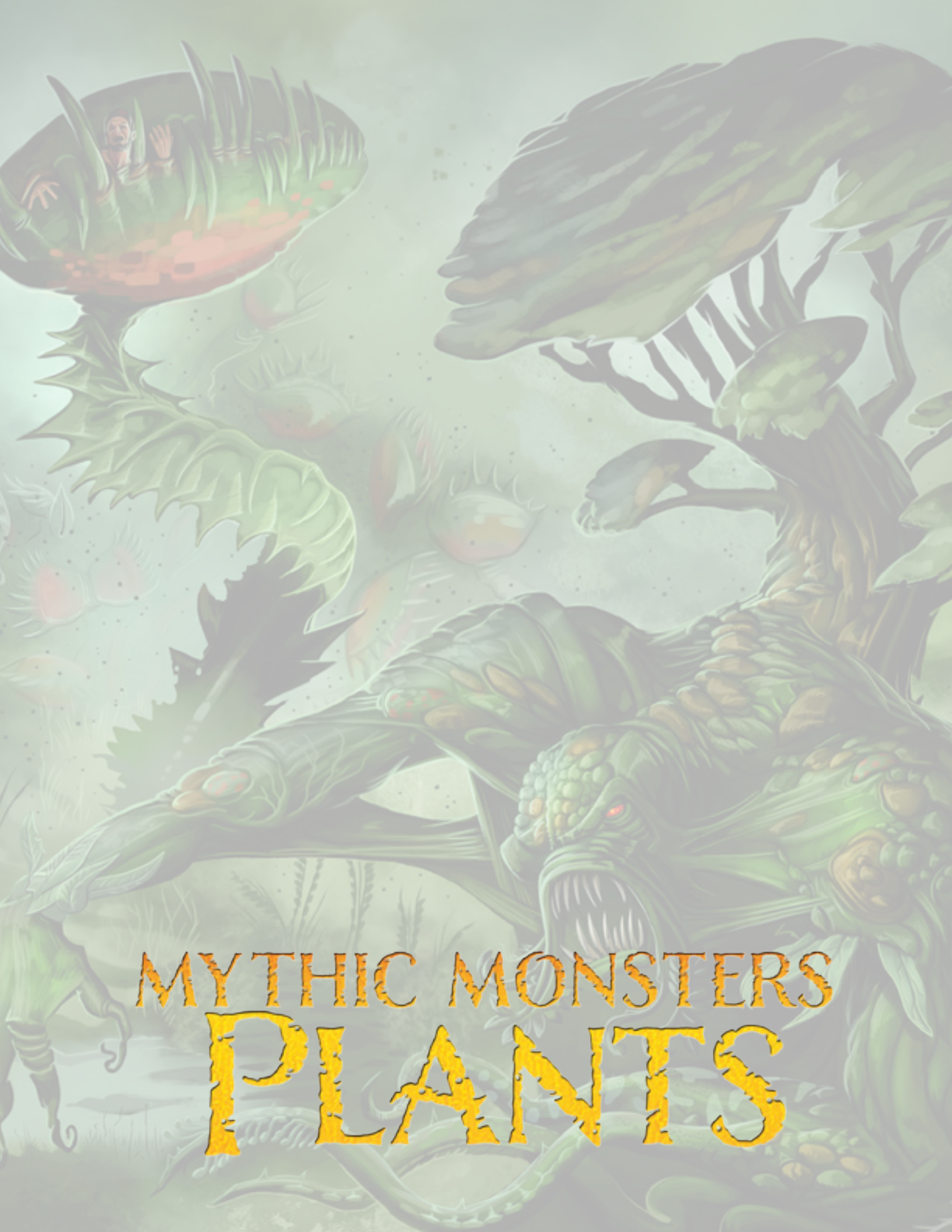
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